

# Boss Challenger

Introduction to Visual Media Programming  
: Final Project



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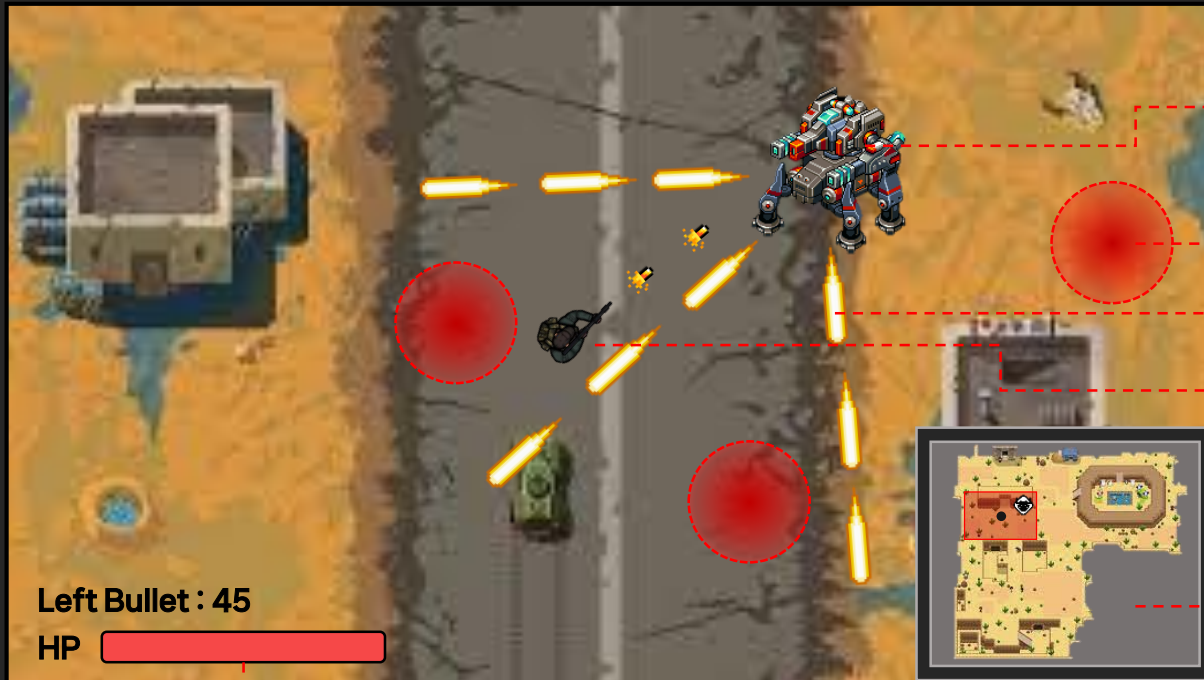
- Game Concept Review
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# ■Game Concept Review

| Title    | Boss Challenger  |
|----------|--|
| Genre    | Top View Soullike RPG  |
| Platform | PC   |
| Goal     | Make a part of Boss Stage with Pygame                                      |
| Target   | Players who enjoys Hard core Boss Stages which needed high Control ability |
| Summary  | 2D Hard Core Top View Boss Action Game                                     |

# Game Concept Review

- Top View / 2D / Pixel Art Style
- Main Boss – Mechanical Creature



Boss Mechanic

Boss Attacks

Player

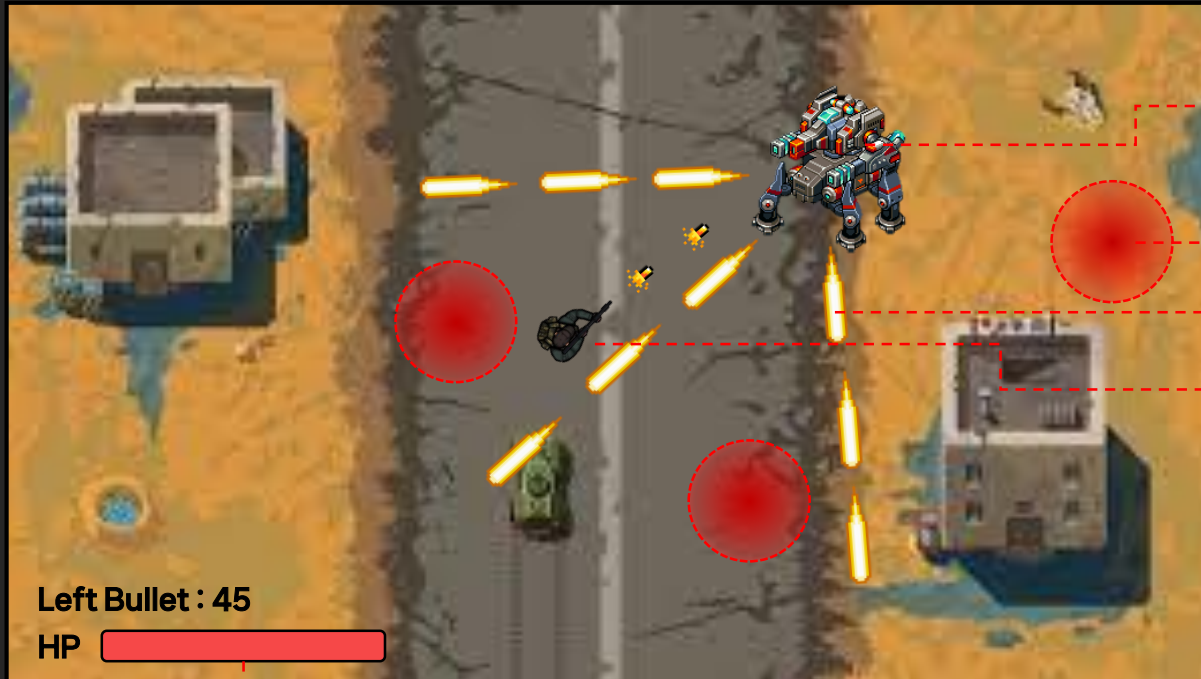
UI (Hp, Bullets, Map)

# Changes



Map System : Removed

- Map System has changed to not using camera move. Because Boss can't move, field has no reason to be wide.



Boss Mechanic

Boss Attacks

Player

UI (Hp, Bullets)

# ■ Implemented Works

- Boss

- Attack Type 1, 2

- Type1 : shoot 1 bullet 3 times
    - Type2 : shoot 2 bullet 2 times
    - Damage = 10
    - Attack delay = 1000

- Bomb Skill

- Explode after showing Range 5 Times
    - Damage = 30
    - Skill delay = 3000

- Hit

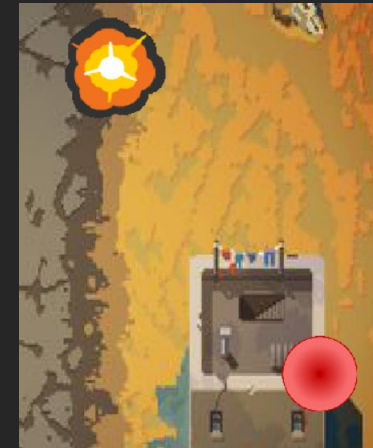
- Hp = 100



Type 1



Type 2



Bomb

# ■ Implemented Works

- Player
  - Move
    - WASD to move
    - Rotate for Mouse Position
    - Space to tumble
  - Gun fire
    - Mouse left Btn to Fire
    - To Mouse Position
    - Use Bullet Resource
    - Damage = 1
  - Knife Attack
    - Mouse right Btn to Attack
    - To Mouse Position
    - Damage = 5
  - Hit
  - Hp = 100



Gun fire



Knife Attack

## ■ Left Works

- Ingame UI Works
  - Left bullet
  - Boss left Hp
- Sound Input
- Overall UI
  - Start Screen
  - Game over Screen